
Subject: Re: renx aply texture to a model help!
Posted by [Reaver11](#) on Sat, 23 Apr 2011 16:50:47 GMT
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It might be usefull to be more specific.
Like what kind of new model are you making?

I mean, you texture terrain different then a gunmodel or a building for that matter.
Makes a big difference knowing what you are making.

I presume you are making a gun or char (otherwise you probably wouldnt refer to as model).
So have you already UVW mapped / Unwrapped your model?
Or do you still need to make the texture itself?

There should be texture tutorials on renhelp.

With a bit more info or a screenshot on your WIP model it might be easier to help you.
